

JENNIFER ROUTH

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NATIONALITY British

PROFILE

Currently working as an Animator for Jellyfish Pictures, I hope to work in the film industry within the next three years. My primary aim is to continue developing my animation quality and understanding of both Character and Creature animation. I am trained primarily in Maya, and have worked hard to develop a firm understanding of the full CGI pipeline. As part of a team I'm a hardworking and reliable problem solver.

SKILLS

KEY Character Animation, Scene Management

OTHER Project Management, Modelling, Layout, Lighting, Rendering

SOFTWARE

PROFICIENT Maya, Adobe Photoshop, Shotgun

GOOD 3DS Max, Adobe Premiere and After Effects

FILMOGRAPHY

'Dennis and Gnasher: Unleashed season 2' – Jellyfish Pictures Ltd, 2019-2020

Role: Animator

'How to Train Your Dragon: Homecoming' – Jellyfish Pictures Ltd, 2019

Role: Layout Artist

EDUCATION

2015 – 2016 Bournemouth University, UK
MA 3D Computer Animation: Distinction

2011 – 2014: University of Manchester, UK
BA (Hons) Architecture: 2:1

2010 – 2011: Loughborough University, UK
BTEC Foundation Art & Design (3D Design): Distinction

PERSONAL INTERESTS

- Drawing/art - in a range of media, using both traditional and digital techniques. I always have a personal project on the go alongside my more formal work, I'm constantly strengthening and developing my skills and abilities.
- I've been fortunate enough to travel and experience different cultures, which I've enjoyed. It's something I'd like to do more, and incorporate what I learn into my artistic creations in future.

EXPERIENCE

2019 – Present: Animator, Jellyfish Pictures

Worked as part of a team of animators to bring to life Dennis & Gnasher: Unleashed season 2 (52 x 10 minute episodes in total). I worked on around 14 episodes in 13 months.

2019 – 2019: Layout Artist, Jellyfish Pictures

I worked in a team of 3 to ingest and rebuild animatic files as delivered by the client (Dreamworks). In this role I also spent time animating hair and fixes.

2017 – 2019: Junior 3D Artist, The Charactershop

On a day-to-day basis, I focus on Character Animation for a pre-school audience. My role also covers render management, compositing, and problem solving.

2016 – 2017: Junior 3D Animator, AO.com

My first position as an animator after graduating. My role included animating cameras, layout, scene management, and rendering.

From my experiences working in professional studios, I can confidently say that I can:

- work to deadlines, taking on additional work at short notice without fuss
- work effectively within an established pipeline to produce high quality animations
- adapt quickly to new softwares and tools
- apply creative and sensible problem solving to day-to-day issues

I can supply references to support my application if requested